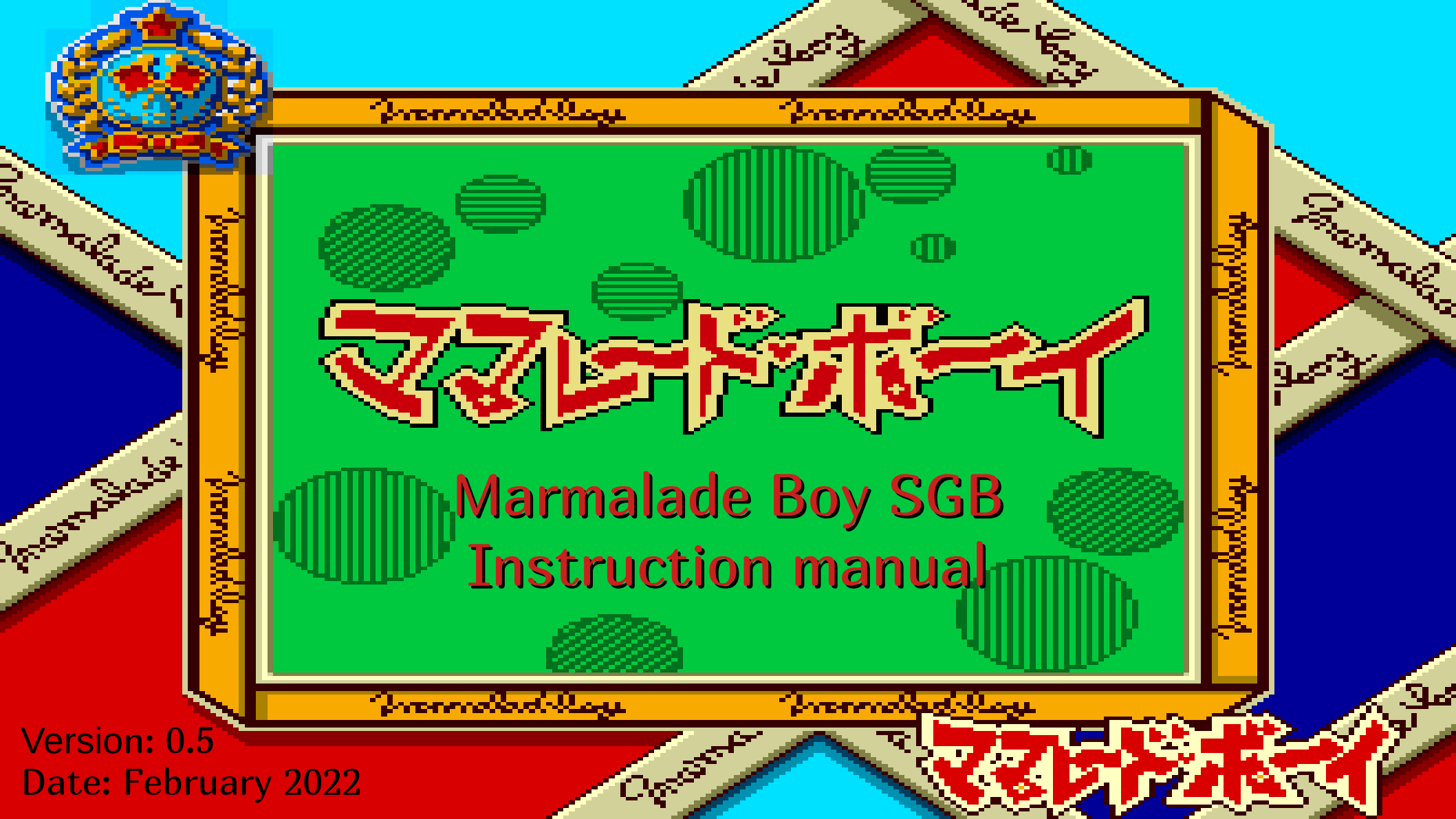

Version: 0.5
Date: February 2022

Introduction (Greetings)

Thank you very much for purchasing this "marmalade boy" super gameboy game pak.
Please read this "instruction manual" carefully before using this pak, and keep it at hand for future reference.

Health and safety

When tired, after long sessions of play, or if you feel uneasy, stop.
The game may contain strong light stimulus or flashing, if you have had
feel temporarily convulsions, or loss of consciousness condition experience, talk to
your doctor and get advice.
When playing if (in case) you find this conditions stop and get advice from a doctor

Consumer information and precaution

- When playing for long periods, for health, take a break of 10~15 minutes and rest after playing more than 1 or 2 hours.

- This is a delicate equipment, don't use under extreme temperature conditions, and avoid to storage in "shocking" condition. In addition, don't disassemble under any circumstance.

- Don't turn on/off the power switch recklessly. Don't unplug the DC wire if the power button is 'on' .

- When the power is 'on' don't leave it alone if the battery is not empty.

- Don't water the electric terminal nor touch it. It can cause accidents.

- Thinner, Benzene and alcohol are volatile, don't use them to wipe it. it is dangerous.

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Game features

This is a love-making text game that makes your heart tremble.
Have conversations with marvelous mates, do psychology tests and charms.
In addition, keywords to advance in the final "love certificate" from the famicom version will show too. What could possibly happen when you introduce these words in the super famicom version?

Story

Miki and Yuu are first year highschoolers.
Since one day their parents came to the idea of separate and remarry exchanging couples, they started to live together under the same roof...

Yuu is rude, but sometimes shows kindness, and before Miki notices it, he captivates her. While that was happening, Ginta saw it and felt jealous.
Ginta rejected Miki in middle school, but that was a misunderstood, now he confesses to her "I always liked you"!

Miki's heart is trembling, with whom should she go out?
You are now in her shoes, take the decisions and experience a great love!

Character Presentation

Koishikawa Miki

Bright and energetic, sincere girl. She is Ginta's childhood friend and classmate of him. Near Yuu is a clumsy and a full of doubts highschool girl.

Matsura Yuu

Handsome boy and Miki's classmate. He is a bit mean but he is really nice. He is a highschooler full of secrets.

Suo Ginta

He is Miki's childhood friend. In middleschool Miki confessed to him, and he surprisingly rejected her. However they are now good friends.

Akizuki Meiko

She is Miki's best friend and love adviser since highschool. She is a gorgeous girl and has a mature and firm personality.

Goal

You take the role of Miki Koishikawa.
Yuu or Ginta...? Which one do you really like?
Your goal is to find the answer to that question.
How much love do you profess him? and, will the perfect date happen?
Come on, go and see!

Game Controls

- A button: Select the entry/item or the location, and dialogue continue

- B button: cancel, open/close diary/notebook screen.

- D-pad: cursor/pointer movement, turn the pages (item, location...) in the notebook diary

(*) For the charm controls, look through pages 9 to 14.
(*) Operation manual, super gameboy commons.

Starting the Game

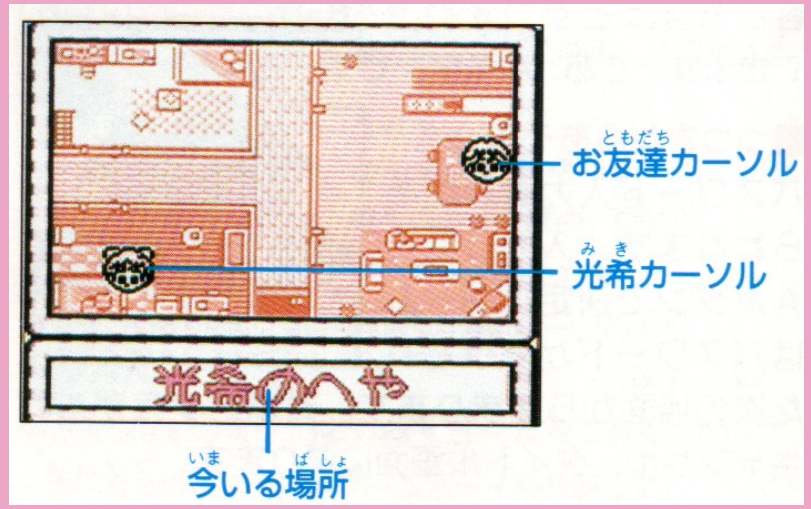
After you have inserted the game pak properly in the console, turn the console's power on, the display screen and the start screen will appear.

> Start (game)
Insert your birth date (day and month). Right after, you have a personality test that will change your story a bit according to your answers. Come on! press A and start the game.

> Continue (game)
An insert password screen will appear.
After writing the password, press A to confirm and start the game.
Press B to cancel and return to the title screen.

Map Screen

Make Miki move, talk or investigate. You can press A to move where there is
a person to speak with, to enter a building, to go to the entrance, etc.
Also there are voice memos somewhere in the map, with fragments of a word/sentence,
collect them all and you will complete the useful word/sentence in-game.



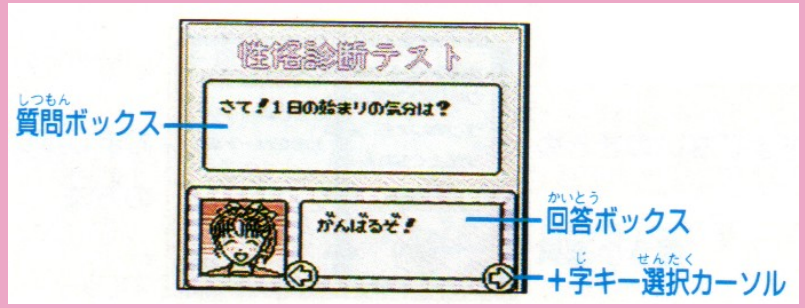
Map screen explanation: friend cursor pointer / Miki cursor pointer / current location

Dialogue – Psychology Screen

Continue the dialogue with A button, when the robot cursor appear on the screen press A.

Dialogue screen explanation: **Partner dialogue box / Miki / partner / Miki dialogue box**

There are various psychological tests in-game: personality assessment, compatibility test...
Read the answers in the box carefully.



Psychological test screen: **question box / answer box / D-pad selection cursor**

(*) In the dialogue screen there are cases when you have to answer too.

Notebook Screen

If you press B inside the game, the notebook appears.
You can check in the first (left) page the voice memos caught in-game
In the next page (right) and after, the charms are written.

The charms will be copied down as soon as you hear them. Once you have learned a charm you receive the items to make it.

You can make a charm only once. To do it, go to the page of the charm you want to make and Press the A button.

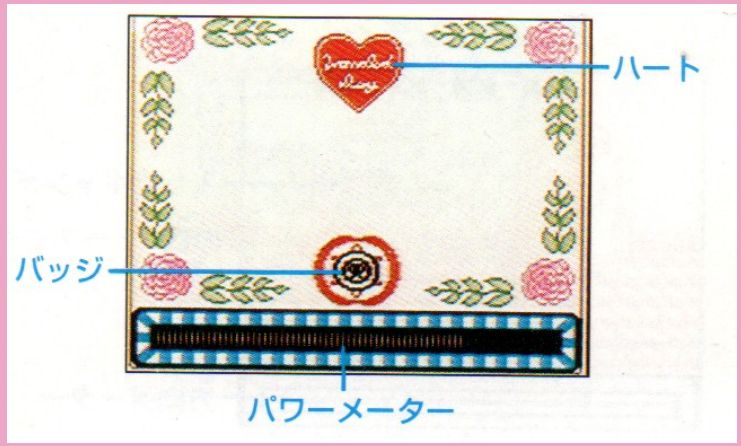
If it goes well you will get a O
If it goes wrong you will get a X

The story will change according to the results of the charms.

Notebook screen (charm time): charm's effect / items used / charm instructions/method

Reconciliation charm

Flip the badge/coin if you make it stop in the heart, you will reconciliate with the person you fought.



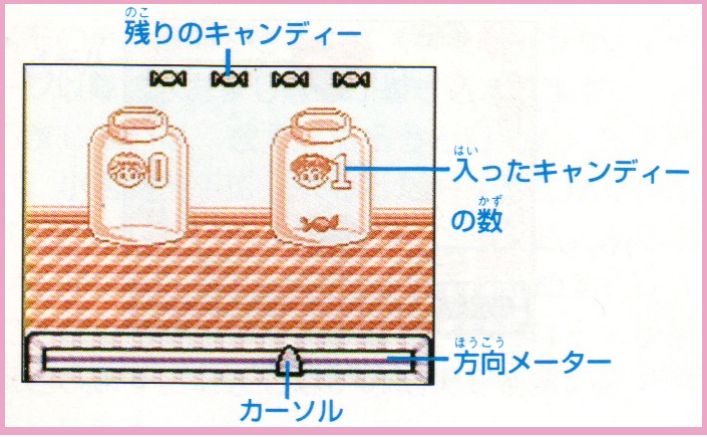
heart / badge / power meter

A button: power meter star/stop

Press the START button and the power meter will raise.
When the power meter is in the place you want it to be stopped flip the badge pressing the A button.
To be successful the badge must fall in the heart, if the power is not enough or if it is too powerful, flip it again.

Cherry-picking charm

Is the charm about putting a bin for each boy and count the candies that go in, to predict your lover.



Candies left / counter for candies that went in / direction-orientation meter-apuntator cursor/pointer

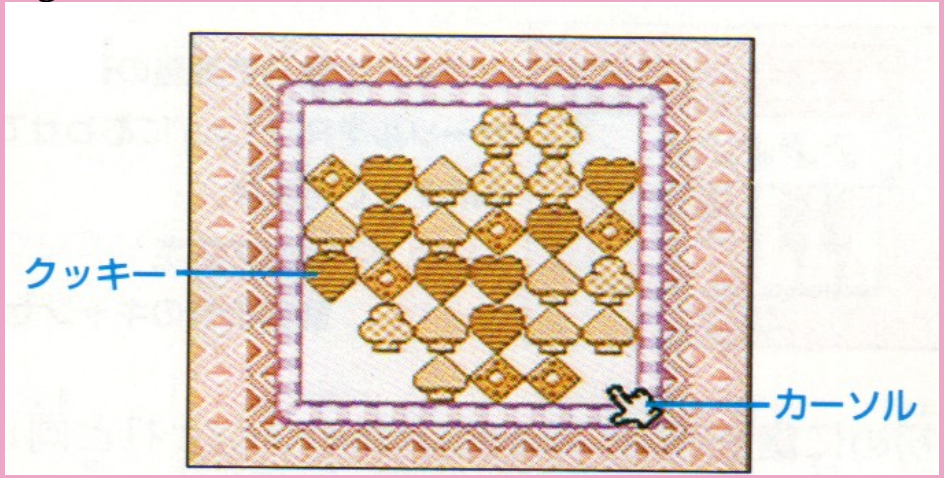
A Button: stop the direction-orientation meter

Push the A button to stop the cursor, and throw the candy.
If you time the candy throwing well, it will go into the bin.
The count will show up above the bin after you finish the throw.
There are 5 candies in total.

Delish cake baking charm

It is the charm about making a sweet cake by deleting all the 4 flavor cookies two at a time.

D-pad: move cursor-pointer
A button: select cookie
B button: cancel cookie

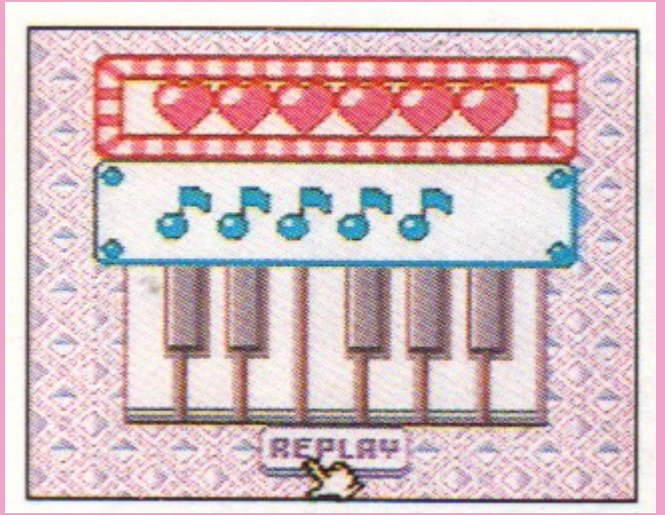


cookie / cursor-pointer

Move the cursor, decide the cookie you want to delete, and select it with the A button (the cake's color will change).
Besides if next to the cookie you select is another of the same flavor it will delete both 2 if you press A.
Doesn't mind which direction (horizontal, vertical, oblique) it is as long as both cookies has the same flavor, the cookies will be deleted.

Fun party making charm

It is said to be the charm about making the party funnier by playing the piano as stated in the written tab



D-pad: use left and right to select the keyboard cursor (tile).
If you are disconcerted/confuse, push "replay" with the A button to hear the melody/tune again.

A button: select keyboard (tile)

B button: cancel previous sound selection.

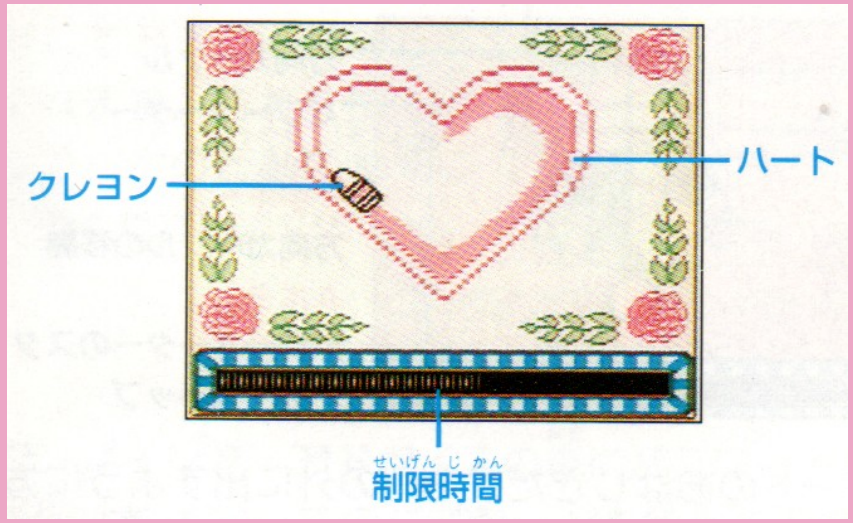
At first the 6 notes/sounds will sound like in the screen/keyboard. After that choose the same melody/tune with the A button, you can cancel the selection with the B button, but you can not cancel only the last sound/tile.

Choose 6 notes, then put the cursor on the "play" button (when you choose 6 notes, the "replay" button will become the "play" button). Then press A, that will
play the melody/tune and if that matches the actual melody/tune, your wish will come true

Cheering up charm

It is said to be the charm to take away pressure to the player, if you can paint the heart with the red crayon below a certain time.

Mashing A button: paint the heart with color



crayon / heart / time restriction

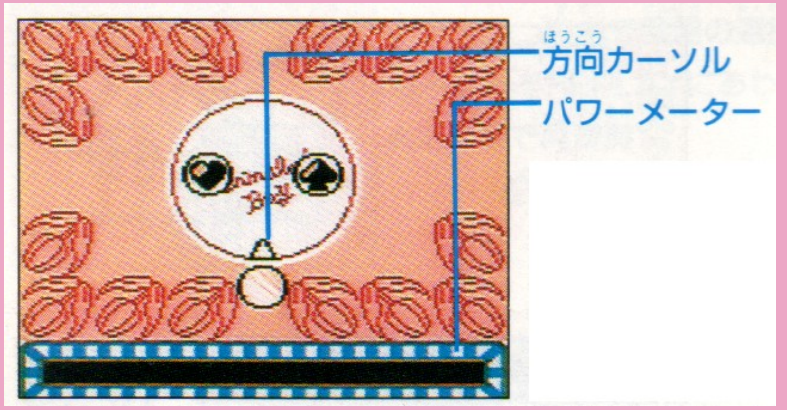
If you rapidly press A, the heart will start to be painted.
If you paint the heart during the restriction time, your wish will come true.
The faster you press A the faster you will paint.

Rival out-besting charm

The charm that is said to make your love rival get away/far from your lover,
if you can flip the heart shape badge out of the circle.

D-pad: moves the direction cursor

A button: start/stop the power meter



Direction cursor / power meter

The power meter will start to raise when you press the A button, the goal is to get only the heart shape badge out of the circle.

When the power meter is in the position you want it to stop, press A button and you will be able to flip the badge.

You can flip the badge as many times as you like until you take the heart shape out of the circle, but if you flip the spades shape out, the charm will fail/finish right there.

Pro Tips

After the ending of each chapter of the story a "Pro Tip" screen will appear.
Here you will receive "tips" about your decision/playing until this moment.
Read this carefully, and consult it (use it) for your next movements/decisions.

Passwords

After the "Pro Tips" screen a password will appear(show). Remember (Write down) this password.
If you use it in the password space at the "continue screen" you will start the game in the next/following chapter. It is an important password, don't forget it, write it down somewhere.

Love Certificate

When the date (game) finish, the "Love certificate" will appear/show.
Turn the pages with the D-pad, and read the "Love certificate" please. The diagnosis has 4 parts: liveliness lv, romantiqueness lv, niceness lv, energetic lv;
which you can see/read/check in page six of the "balance sheet".

Keywords

The words in page 7 are "continue" passwords for the famicom!
If you use them in the soon to be released "marmalade boy" for the famicom, you will may get a new / different development.
Be sure to write them down and save them!

Passwords

In page 8, there are passwords that you can only see/read here. Exchange your passwords with your friends, and check whose "love story" went better!

Bandai Game Station

If you have questions about the game (software), send them to 03-5828-3333. Reception time from monday to friday (excluding holidays) from 10 to 16 hours.

- Check the number properly and be sure not to make any mistakes
- Avoid calling out of service hours.
- For those outside of Tokyo area, don't forget the "03" prefix.

Notice

To the customers/buyers,
we, the dev and the production team are humans, and this is a complicated work. As such there may be malfunctions, If you experience any issues while playing the game, please send information to the "advice center".

if you have a question or a concern about the article send it to the "customers advice center". Don't forget to put(let us know) your address, phone number, your name and your parent/protector name and age.

Bandai customer service (center)

大阪市北区豊崎
Toyosaki, Osaka Kita-ku, Osaka
531-0072 Japan

東京都台東区駒形
Komagata, Taito-ku, Tokyo
111-0043 Japan

名古屋市昭和区御器所
Gokiso, Nagoya Showa-ku, Aichi
466-0051 Japan

- Reception service hours(time) mon-fri (excluding holidays) 10~16 hh
- Be careful (check) the number properly to avoid any mistakes.

Sales Agency

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